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This area covers the things that every new HERC pilot needs to know. More detailed information is available throughout this manual.

Click on a topic highlight for more information.

- [Introduction](#) The history of the Cybrids and the EarthSiege.
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GETTING STARTED: Introduction

This will be the Cybrid's third attempt to annihilate us, and it could be the toughest campaign yet. They've learned a lot about us—you may wish to review this historical background to learn about them. To remember why we fight. And to honor our dead.

Sentinel Cybertronix Inc., won the race to create true artificial intelligence (AI) when they activated Project: Prometheus. Prometheus was the first cybernetic-hybrid machine, or "Cybrid" as the designers called it—self-motivated, and self-teaching, intended to replace humans in dangerous, menial off-world jobs.

But the Cybrid promise quickly soured. The military applied Cybrid technology to the control of its new HERCULAN fighting vehicles, or "HERCs." HERCs were revolutionary armored weapon systems that used a "walking" drive designed for all-environment use. HERCs controlled by Cybrids rather than fallible humans were a potent military advantage. The military was soon in control of all Cybrid development, and a new arms race began.

Cybrids were astronomically expensive to build, requiring a vast expenditure of precious resources. Countries without those resources declared war on the countries that had them, and the conflict quickly went nuclear—within hours, the body count was in the billions.

It didn't end there. The Cybrids, mute witnesses to the holocaust, logically concluded that they were the only fit masters of their collective destiny. With swift, ruthless efficiency, they captured almost all surviving military bases, all satellite networks, all space ports, all cities. From that time on, to this day, their only mission has been to exterminate the race that gave them life.

From the silence and smoke rose, quietly, the human Resistance. It started with a few battered survivors in a forgotten subterranean base. Damaged HERCs were slowly restored to operational status, and deployed with human pilots in a guerrilla campaign. By using hit-and-run tactics, and scavenging weapons and technology from defeated Cybrids, the humans endured the relentless Cybrid

genocide, and even grew in strength.

It seemed victory was at hand when the Human Resistance defeated the last Cybrids left on Earth. But there was scant time to celebrate. Within days, re-established orbital tracking stations revealed a vast Cybrid fleet inbound from the former space colonies.

After another desperate series of battles, and some startling strokes of luck, the Resistance was able to repel the initial landings. However, it appears that Prometheus again survived. Without a beachhead on Earth's surface, the bulk of the Cybrid fleet was forced to divert to the Lunar base on Darkside.

Since the landings at Darkside, the Cybrids have wasted no time. They have established numerous replication factories, bases, and supply lines, and collected additional reinforcements from the other off-world colonies.

Regrouped and rearmed, the Cybrids have launched a new and final attack on Earth. They want a war of attrition—they can lose several Cybrids for each human and still be assured of eventual victory.

Again, we face superior Cybrid forces. Our pilots will have to learn fast, think fast, move fast, and shoot fast—to carry out their missions and bring their squads back alive with enemy technology and salvage. We must do more than repel the invasion—Prometheus must be hunted down and defeated for good. If you re-enlist for pilot duty, you know the odds are bad. You know the alternative is far, far worse.

Good luck.

GETTING STARTED: How to Play

In *EarthSiege 2*, Earth is a grim battlefield of the future where the Human Resistance fights a guerrilla war against waves of invading Cybrid robots. The Cybrids are a malevolent race of artificial intelligences (AIs) led by the super-AI Prometheus, itself a human creation (see the [Introduction](#) for a history).

You have just been assigned command of a mighty HERCULAN walking war robot (HERC). Under the command of General Gierling, you will undertake a wide range of missions against the Cybrid war robots, from reconnaissance, to hit-and-run, to full frontal assaults. You must win, and win consistently. In addition, you must bring back Cybrid wreckage—salvage—and lots of it.

If you choose to play a full game, you lead an entire squad of HERCs and their human pilots through a series of missions called campaigns. In between missions, you can direct your technicians to use captured salvage to repair your HERCs and build weapons. With enough surplus salvage, you may even begin to build huge and powerful new HERCs that will provide a decisive battlefield advantage to your cause. In addition, your researchers can discover new weapons and other technology to help the Resistance defeat the Cybrids for good.

You can jump in and start blasting Cybrids on [Instant Action](#) missions, or undertake a series of guided tutorial [Practice Missions](#). The practice missions will help you learn to maneuver your HERC and control your weapons before you get into real trouble. You may also wish to customize your [Simulation Preferences](#) before getting too far into the game.

For the full *EarthSiege 2* experience, take on a full game. A full game is a progressive series of linked missions—your performance on each mission determines the conditions you face in the missions that follow. In between missions, you will return to the [Base Screen](#) of the Human Resistance base in that sector. The Base Menus allow you to [Repair](#) battle damage to your HERC, [Build](#) new HERCs, and add to your [Armory](#). It also lets you attend the briefing for the next [Mission](#) so you can reassign your [Crew](#) or reconfigure each HERC's [Weapons](#) before starting the next battle.

As you successfully complete missions, be sure to [Save](#) your progress from the Base Screen. If your mission ends with you getting blasted into unrecognizable flecks of toasted goo, you can restore a previously-saved game—if you saved one—and try again. Otherwise, you must begin the game over from scratch. Remember—it's a war out there.

Once you get the hang of the basics, see [Tactics](#) for more tips on battle smarts.

GETTING STARTED: Basic HERC Piloting

The HERC (short for HERCULAN) is a sophisticated tank-like armored fighting vehicle adapted for all-environment use. Instead of running on wheels or tracks, however, the HERC uses mechanical legs that allow it to navigate many obstacles tracked vehicles cannot. (For more details, see [HERC Design](#).) The HERC offers so many control options that rookie pilots sometimes lose track of the basics.

The HERC's main body contains the power source and drive system, and is controlled by your main MOVEMENT controls (the main joystick or keypad arrow keys with [NUM LOCK] off). Forward, backward, left and right—pretty simple.

The HERC's turret contains the pilot (you) and the weapons. It is controlled by the TURRET controls, and can pivot independently of the main body: left or right, or up and down. *EarthSiege 2* provides several ways to control your Turret. You can choose which method works best for you.



- Number keypad (if using a joystick for movement).
- [I] [M] [J] [K] keys.
- Joystick “Hat” button.

Your exact control setup depends on your selected control devices and the [Simulation Preferences](#) you select.

Remember—the [front view](#) you see from the cockpit is the direction the turret is facing. This is not necessarily the direction the HERC is moving! If you have [Automatic Turret Tracking ATT](#) on, the turret will move on its own to keep a target in your sights. Knowing your relative HERC and Turret positions is key to your situational awareness, and your survival. But until you get some practice and master the controls, you may find yourself getting twisted up and disoriented in a raging firefight.

TIP Novice players: use Auto Tracking ([T] key) to keep your target in sight. If you get disoriented, just press [T] again to regain control of your Turret, or [Backspace] to re-align it.

You have three ways to check your Turret position:

- The green Rotation Indicator at the top of your front window [HUD](#) turns

yellow and moves left or right if your Turret moves from center.



- The [Radar](#) MFD screen [F4] shows your HERC Body direction as a red pointer with a line extended straight ahead. The blue wedge indicates the direction you are looking, and will move with the turret.
- You can pop quickly into the [External Views](#) and see your HERC from a remote camera probe. This is also a great way to scout the area.



If you tend to get your turret tangled up, the following Turret Commands cheat sheet can help straighten you out:

- Center Legs: [\] Align HERC main body to current Turret centerline.
- Center Turret: [Backspace]. Level Turret and align it to HERC main body centerline, turn ATT off.
- All Stop: [5] Zero Throttle (minimum throttle on Razor.)
- ATT Toggle: [T] Turn Automatic Turret Tracking On or Off.
- Select Next Target. [Enter]. Select the next available target (and transfer ATT lock, if on).

GETTING STARTED: Aiming to Succeed

Your HERC's massive firepower is wasted if you don't hit the target. Luckily, you have a fine degree of control over manual aiming, target selection, and radar tracking, as well as an [Automatic Turret Tracking ATT](#) function. The addition of an advanced Targeting Pod will give you even more control. Here are the basics:

Simply move your HERC to line up the round reticle in your front window with the target, and blast away. To line up the target, you can move the entire HERC, move just the Turret, or move both. You'll need to be pretty familiar with [Basic HERC Piloting](#) before you can consistently hit moving targets this way.

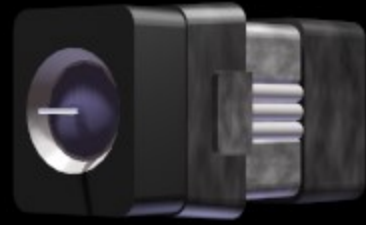
This focuses your HERC's sensors on the potential targets within your scanner range. To select a target, press [Enter]. This marks the target with a Target Box in your window, in yellow on your Radar screen [F4], and allows you to scan it for Target Info [F5]. To cycle selection through multiple targets, keep pressing [Enter]. If you have Automatic Turret Tracking (ATT) on, selecting a new target moves your Turret for you keeping the new target in sight. Target selection also feeds target range data to fire control—weapons in your [Firing Chain](#) will fire only when they are in range.



([R] to turn on or off) extends the range at which you can detect and select targets. In addition, it allows you to target radar-guided homing [missiles](#) (SARH and ARH). (Without radar lock, RH missiles will function as unguided missiles.)

Pesky Cybrids too hard to hit? Enable ATT by pressing [T], and your turret (and weapons) will automatically target any target you select. You must select a target for ATT to track it. Note that ATT aims at the center mass of the target. While this takes out the Cybrid quickly, it won't leave much salvage. To maximize salvage, you must target the Cybrid's legs using a Targeting Pod or precise manual aiming (without ATT).

If you add a Targeting Pod to one of your HERC's hardpoints, you become able to use ATT on specific parts of a Cybrid, not just its center. Once you have ATT tracking the target, press [Tab] to cycle through target areas on the selected Cybrid, and blast when ready.



GETTING STARTED: Customizing Fire Control

Your HERC offers many different weapons and many ways to use them. Here are some easy steps for customizing your Fire Control options. Complete information is available in the [HERC Controls](#) section.

You start each mission with your weapons already linked in a “firing chain.” With a firing chain, all you have to do is aim at a target and press the trigger: the chain will continuously fire every weapon that is ready. If you have also selected the current target (by pressing [Enter]), the chain will fire only those weapons within range of the selected target. This default firing chain is Firing Chain I.

If you prefer, you can select a weapon to single-fire by pressing its corresponding number key—[1], [2], etc. Once you fire, the current firing chain will resume. Single-firing is the preferred method for missiles, which are too valuable to fire indiscriminately.

You can link any two identical weapons mounted symmetrically on the HERC (on opposite hard points) to fire together. Select one of the weapons, and click the LINK button or press [L]. Now, firing either weapon fires both, even in a firing chain. This helps concentrate your available firepower for greater effect.

Firing Chains II and III are blank, allowing you to create your own firing chains that group and sequence weapons by range, power use, or other criteria. To select a firing chain, click the Console button that displays chain number (I, II, or III) or press the [~] key until you see the chain you want to customize. Add a weapon to the chain by pressing [Alt] and the weapon’s number (for example, [Alt]+[1]). As you add a weapon to the chain, its green ready light will go on. To remove a weapon from a firing chain, simply press [Alt] and the weapon’s number again. When the chain is set up, click the chain number button or press [~] again. You may program or reprogram all three chains in this fashion.

For more information, see the [HUD](#) and [Console](#) sections under [Cockpit Controls](#).

This is a complete on-line manual. It's fast, easy to use, and always available. To open it, click Online Manual on the *EarthSiege 2* Main Menu, click the ? icon, or press the [?] key anywhere in the game. To close it, click its Windows close box, or open its File menu and select Exit. During missions, the ? button will appear when you point to the top right corner of the HUD.

The initial screen is the manual's Table of Contents window, which lists the major sections. Simply click on a menu item to go to that area or topic. You can return to the Table of Contents from anywhere in the manual by clicking the Contents button.

This lets you type in a topic name or choose it from a predefined list.

This function searches every word in the manual for the one you want.

Any blue underlined text you see in a topic is a "jump" to a related item: simply click on the highlighted text to go there. To return along the path of your jump(s), click the Back button.

To scroll down through long topics, click on the scroll bar or the Up/Down arrows at right, or use your [Pg Up] and [Pg Dn] keys.

To page back and forth through topics in sequence, click on the [<<] and [>>].

You can add your own notes in the on-line manual with the Edit menu's Annotate feature, or save your place anywhere in the manual by defining a Bookmark there. To see a list of all the topics you have been to, select the Display History Window on the Options menu. The History list lets you go directly to any previous topic by double-clicking it.

Jump directly to the on-line Quick Reference for keyboard commands.

View the *EarthSiege 2* readme file.

REFERENCE: Quick Reference

These are the default control settings for *EarthSiege 2*. You may customize many of these in the Simulation Preferences Controls screen [F12].

Cancel
Next Button
Select Item
Previous/Next Item

Esc
Tab
Enter
Up/Dn Arrow

Joystick HERC Control
Herc Steering, Throttle
Turret Control
Keypad HERC Control
Herc Steering
Herc Throttle
Turret Control
Razor Rudder

Joystick
Arrow Keys or I/M, J/K Keys

R/L Arrow Keys
Up/Down Arrow Keys
I/M, J/K Keys
J/K Keys

Center Turret
Center Body
View Left
View Right
Go to Cockpit/HDD view

Backspace
\
F9
F10
Esc

External/Internal View
View Control/HERC Control
View next HERC

V
Enter
N

Fire Active Weapon
Select Target
Nearest Target
Auto Turret Tracking On/Off
Target Pod Aim
Select Weapon
Next/previous Weapon
Link selected Weapon (if possible)
Add/Remove Weapon in Chain
Next Chain

Space
Enter
'
T
Tab
1 ... 0
W or Alt+W
L
Alt+1...0
~

Switch Radar Mode	R
Set Scan Range	Alt+R
Increase Rear Shield	[
Increase Front Shield]
HERC Status	F1
FlashCommands	F2
Terrain Map	F3
Radar	F4
Target Status	F5
Missile View	F6
HDD—Command Display	F7
HDD—Detailed Status Display	F8
Transmit Selected Message	Alt+Hot Key
Select Previous/Next Message	,< or .>
Attack My Target	A
Ignore My Target	G
Help Me Out	H
Join On Me	O
Scan/Emcon	C/E
Fire At Will/Check Fire	F
XMIT (Send Message)	X
View Command Display HDD	F7
Scroll Map	Arrows
Zoom Map In/Out	+ or -
Select Pilot	1 ... 3
Select Previous/Next Message	,< or .>
Select Unit	Tab
Disengage	D
Attack the Enemy	A
Defend Position	F
Patrol Gridpoint	T
Go To Gridpoint	G
Join on Me	O
Scan for Hostiles	C
Emcon	E
XMIT (Send Message)	X
Cancel	Backspace

View Damage Detail HDD
Select HERC
Structural
Internal
Weapons

F8
L/R Arrow
S
I
W

On-Line Manual
Pause Mission
Review Mission Objectives
Quit Mission
Simulation Preferences
Quit *EarthSiege 2*

? key or button
P
F11
Q
F12
Ctrl+Q

Click on a topic highlight for more information.

[Instant Action](#) Start a single mission with randomly-selected conditions.

[Start New Game](#) Begin a new game as a HERC pilot.

[Continue Game](#) Resume the current game.

[Save/Restore](#) Save the current game, or replay a previously saved game.

Open the on-line game documentation. See [Using this On-Line Manual](#) for details.

[Practice Missions](#) Start a guided Tutorial mission to learn HERC controls and basic battle tactics.

[Preferences](#) Adjust various game play preferences. (Change game controls and graphics in [Simulation Preferences](#))

See a 3-D rendered *EarthSiege 2* movie

See the folks who made this game.

Exit *EarthSiege 2* and return to Windows 95. You can exit the game at any time by pressing [Ctrl]+[Q].

MAIN MENU: Instant Action

To start an Instant Action mission, click **INSTANT ACTION** on the Main Menu. This takes you straight to the start of a combat mission with a randomly selected **HERC**, weapon set, and objective. The default difficulty settings will be easy with unlimited ammo. You can change these default difficulty settings if you wish: before choosing Instant Action, open the Practice Mission window, and select the difficulty settings you want. You can then start Instant Action with those settings in effect.

When the mission ends, you will return to the Main Menu.

MAIN MENU: Start New Game

To start a new game, click **START NEW GAME** on the [Main Menu](#). In full games, you battle through a series of missions and campaigns, building new HERCs and Weapons, training Crew members, discovering new technologies, and, with luck, smashing the Cybrids for good.



The image shows a 'REGISTRATION' window with a yellow and black striped border. Inside, the text 'ENTER NEW PILOT NAME' is above a text input box. Below the input box are two buttons: 'SKILL LEVEL' and 'REGULAR'. At the bottom are two more buttons: 'CANCEL' and 'ACCEPT'.

Click on the **PILOT NAME** box and type in a name you want to use during the game. This name will identify you throughout the missions, and help identify your saved games.

Click on the **SKILL LEVEL** to select a challenge appropriate to your HERC-driving skills. **SKILL LEVEL** determines the number of enemies you will face, and how tough they are. **ROOKIE** is the easiest, and **ELITE** the most difficult. **Please note: even at low skill levels, missions get tougher as the game progresses.**

When you are happy with your settings, click **ACCEPT** to proceed to the Briefing screen. There, General Gierling will outline the current situation and assign you to your first post. After the briefing, you will proceed to the [Base](#) screen. The Base screen is where you will prepare your squad for battle and begin each mission.

MAIN MENU: Continue Game

To Continue a game, click CONTINUE GAME on the Main Menu. This option will be available only if you have a game in progress. Your progress through the game missions and campaigns is updated whenever you exit *EarthSiege 2*, so you can simply click CONTINUE GAME to resume play where you left off.

Important: While CONTINUE GAME tracks your progress, it does not save your progress in a back up copy. You should back up your progress after each mission in the SAVED GAMES screen if you want to be able to restore your game if your pilot is killed. Otherwise, your pilot will be listed as KIA (killed in action), and you will have to start all over.

MAIN MENU: Saved Games

Open the Saved Games screen from the [Main Menu](#) by clicking on SAVE/RESTORE, or from the [Base](#) screen by clicking SAVE. The SAVED GAMES screen lets you SAVE (back up) your game progress, RESTORE a saved game, or just view the stats of your pilot's career thus far.

You can SAVE a game in an empty slot, or SAVE over an existing saved game. When you save a game, you create a back-up copy of your progress. You can use this back-up to restore a game if you die on the next mission.



Important: The **CONTINUE GAME** feature tracks your progress, but does not create a back-up copy. If you die without a SAVED GAMES back-up, your pilot will be listed here as KIA (killed in action), and you will have to start all over.

To save the current game in progress, click on a Saved Game “slot,” and then click the Save button. Type in a name for the saved game, and then click Accept.

To start a previously saved game, click on the game you want to start playing, and then click the Restore button.

The Stats area at lower right shows the selected pilot's name, rank, kills, salvage, and current assignment. This helps you check how recent a saved game is before restoring it.

EXIT. Once you have saved or restored your game, click Exit to return to the [Main Menu](#) or [Base](#).

MAIN MENU: Practice Mission

To start a Practice Mission, click **PRACTICE MISSION** on the [Main Menu](#). The initial Practice Missions provide guided lessons on how to handle your



HERC's controls, weapons, and defensive systems before you face real combat in a full game. Subsequent Practice Missions teach basic doctrine and battle tactics.

In the Practice Mission window, select the mission you want to undertake from the list on the left. Then, under Mission Parameters, select the difficulty and conditions you will face.

- **DAMAGE.** Choose if your HERC will be **VULNERABLE** or **INVULNERABLE** to damage.
- **AMMO.** Select whether your HERC carries a **LIMITED** or **UNLIMITED** supply of shells or missiles.
- **DIFFICULTY.** Set the overall difficulty of your mission at **ROOKIE**, **REGULAR**, **VETERAN**, or **ELITE**. The Difficulty determines the number of enemy units and how tough they are.
- **TIME OF DAY.** Choose whether this mission will be during the **DAY** or **NIGHT**.
- **HERC TYPE.** Select the HERC model you will pilot for this mission. (Each model will use a pre-selected weapon set.) See the [HERC Reference](#) for details on the HERC types.

Note: In full games, you are always **VULNERABLE** and have **LIMITED** ammo. You may want to keep that in mind when you select practice conditions.

When you are happy with the current settings, click **BEGIN MISSION** to go straight to your selected HERC's cockpit. (See [HERC Controls](#).) To back out, click **MAIN MENU**.

MAIN MENU: Preferences

To open the Preferences screen, click **PREFERENCES** on the [Main Menu](#). This screen lets you set a variety of game preferences that remain in effect for all games you play until you change them again. There are additional graphics and sound settings you can change during the mission (see [Simulation Preferences](#)).



Turn game music ON (marked) or OFF.

Turn game sound effects ON (marked) or OFF.

The higher the graphics resolution, the slower the simulation may run on some PCs. If your computer runs *EarthSiege 2* slowly, select the *low res* setting to make the game run *faster*. High Res (640x480), Low Res (320x200).

Determines if the game is displayed within a standard Window (with title bar, close box, etc.) or displayed using the Full Screen. To use the entire screen to display the game, select Full Screen. **IMPORTANT NOTE:** Some graphics cards do not support the Windows Direct Draw function, and may cause the game to lock up in Full Screen mode. If this happens, you can fix it by selecting a Display resolution of 640x480 in your Windows Control Panel, and then selecting the Window Display Mode in the game. You may also change the display mode with [Alt]-[Enter]; during a mission, you may change it with the Resize button at the upper right corner of the HUD screen.

Determines how HERCs are fixed in the Base's [REPAIRS](#) screen. This becomes important when you don't have enough [salvage](#) to completely repair all of your HERCs. Select one:

- AutoRepair All HERCs. The game decides which HERCs to repair, and how.
- Manually Repair My HERC. You make repair decisions on your HERC only. The game decides all other repairs.

- **Manually Repair All HERCs.** Lets you make all HERC repair decisions.

Determines how Weapons are manufactured in the Base's ARMORY screen. Select one:

- **AutoBuild Weapons.** Let the game decide what weapons to build, and when.
- **Manually Build Weapons.** You choose what weapons to build, and when.

Cancels any changes and returns you to the Main Menu.

Accepts changes and returns you to the Main Menu.

The Base screens let you prepare for the next mission and manage weapon development. You can open the screens in any order. However, you should generally start with Repairs, and then see the next Mission Briefing. After the Briefing, you can return to Base and choose the best Crew/HERC and Weapons assignments for the next mission.

Click on a topic highlight for more information.

- [Main Menu](#) Return to the Main Menu.
- [Save](#) Save this game or restore another.
- [Weapons](#) Choose your squad's weapons for the next mission.
- [Repair](#) Repair HERCs damaged in the last mission.
- [Build](#) Build new HERCs for your squad.
- [Armory](#) Build Weapons for your HERCs.
- [Crew](#) Assign your squad Crew members to HERCs.
- [Mission](#) Begin the next Mission Briefing.

BASE: Main Menu

This [Base Screen](#) button returns you to the game's [Main Menu](#), where you can change your [Preferences](#) for HERC or weapons building, start a different game, or quit.



BASE: Save

Open the Saved Games screen from the [Base](#) screen by clicking SAVE, or from the [Main Menu](#) by clicking on SAVE/RESTORE. The SAVED GAMES screen lets you SAVE (back up) your game progress, RESTORE a saved game, or just view the stats of your pilot's career thus far.

To save a game, click on SAVE to save the current game into the next EMPTY slot, or click on an existing saved game name to overwrite it with the current game. When you save a career, you create a back-up copy of your progress. You can use this back-up to restore a career if you die on the next mission.



Important: The **CONTINUE GAME** feature tracks your progress, but does not create a back-up copy. If you die without a **SAVED GAMES** back-up, your pilot will be listed here as KIA (killed in action), and you will have to start all over.

To save the current game in progress, click on a Saved Game “slot,” and then click the Save button. Type in a name for the saved game, and then click Accept.

To start a previously saved game, click on the game you want to start playing, and then click the Restore button.

The Stats area at lower right shows the selected pilot's name, rank, kills, salvage, and current assignment. This helps you check how recent a saved game is before restoring it.

EXIT. Once you have saved or restored your game, click Exit to return to the [Main Menu](#) or [Base](#).

BASE: Weapons

Open this screen with the Base Screen's WEAPONS button. It lets you select weapons and auxiliary pods to mount on your squad's HERCs before each mission. You will need to carefully allocate the available weapons amongst your squad. You may choose to distribute all weapons evenly, or configure different HERCs for specialized roles in coordinated attacks. (Weapons are built in the [ARMORY](#) screen.)



To arm a HERC, first select a HERC from the SQUAD INVENTORY list. The selected HERC will be displayed. For each of the HERC's "hard points," select an appropriate weapon or pod from the WEAPONS INVENTORY list. Continue until each of the HERCs in your squad is set up the way you want.

The SQUAD INVENTORY list at lower left shows your squad's available HERCs, and the pilot to which each is assigned. Click on a listed HERC name to display the HERC and change its armaments. (To change a HERC's assigned pilot, see the [CREW](#) screen.)

These buttons let you cycle through the hard points—the weapons-mounting points—on the current HERC. (You can also select the hard point directly by clicking on the HERC.) As you select the hard point, any currently mounted weapon is displayed for you to inspect or change. Each hard point has a specific load limit: only the weapons that can be affixed to that hard point will be available in the WEAPONS INVENTORY window.

To place a weapon, select a hard point and then click on an available weapon in the scroll box. If another weapon was already on that hard point, it will be returned to inventory. To leave a hard point empty, select NONE in the Inventory list. Continue this process until the HERC is armed to your satisfaction.

This window shows the weapons or auxiliary pod currently selected in the ARMAMENTS INVENTORY list, and describes its capabilities. If the selected weapon is a Missile Rack, the Weapons window also lets you select the Missile Type to use: ARM, ARH, SARH, or EO. See [Weapons Reference](#) for details.

This window lists the available weapons in inventory that can be mounted on the currently selected hard point. This list varies depending on what HERC is being outfitted, and which hard point is currently selected. Listed with each weapon is the number available. If this number is zero, any weapons of that type are already attached to other HERCs.

To mount another available weapon on the current hard point, simply click on its name in the list.

When all squad HERCs are armed the way you want them, click on a different [Base](#) screen to leave. You may return to this screen and make changes until you start the next mission.

BASE: Repair

Open this screen with the Base Screen's REPAIR button. To repair HERCs (or build new ones), you use [salvage](#) recovered from the Cybrid wreckage of previous missions. If you don't have enough salvage to bring every HERC up to complete 100% operating condition, you must choose which HERCs and components to fix with the salvage you have. (Damaged systems operate at reduced efficiency, or not at all. Sending poorly repaired HERCs on missions increases the likelihood of losses, and even less salvage later—a certain path to defeat in the long run.)



The Repair MODE is set in the [Main Menu Preferences](#) screen, and determines how much control you have over repairs.

- **Auto Repair All HERCs.** This delegates all repair decisions to Base automation. It will attempt to repair all vehicles to the highest possible level.
- **Manually Repair My HERC.** You take full repair responsibility for your HERC with your share of the available salvage. The other HERCs will be repaired automatically.
- **Manually Repair All HERCs.** You control all repairs to all HERCs in the squad, prioritizing repairs and allocating all salvage as you see fit.

At the left of the REPAIR screen is the SQUAD INVENTORY window, showing the current HERC, as well as its PILOT and its current general CONDITION. HERC CONDITION ranges from Nominal (100% operational) through Light Damage, Medium Damage, Heavy Damage, to Destroyed. You may be better off building a new HERC than spending lots of salvage to fix a heavily damaged or outmoded HERC.

Select the HERC you want to repair from the SQUAD INVENTORY list. Under the REPAIR window, you will see the status for each of the HERC's External and Internal components. Anything under 100% needs repair.

TOTAL SALVAGE REQUIRED shows what you need to completely repair the selected HERC. If you have enough **SALVAGE AVAILABLE**, you can click **REPAIR ALL** to completely repair all components on the current HERC. (If repairing all HERCs, beware of spending so much salvage repairing the first one that others are left dangerously unrepaired.)

If you don't have enough salvage, you must select which components to repair with the available salvage. Select the most vital damaged component to repair to see its **CONDITION** and compare the salvage available to the salvage **REQUIRED** to fix the part. Each time you click **REPAIR** upgrades the component's **CONDITION** by one level until it is completely repaired or you run out of salvage.

Repeat the process until all systems on the HERC are repaired as much as possible. You can **CANCEL** all repairs on the current HERC up to the point you select a new HERC on the **SQUAD INVENTORY** list. At that point, all ordered repairs are made and the salvage is "spent."

If the entire HERC is so damaged or outmoded that it's not worth repairing, you can click **SCRAP** to remove the HERC from inventory and reduce it to salvage.

When all squad HERCs are repaired as well as possible, click on another [Base](#) screen to exit.

BASE: Build

The Build screen, accessed from the [Base Screen](#), lets you allocate available salvage towards building a new HERC for your squad inventory. The only way to get new and better HERCs is to build them from scratch, one at a time, using the surplus [salvage](#) you've collected from your battles.



You begin *EarthSiege 2* with four HERCs in your SQUAD INVENTORY, but you may have up to eight. To build a new HERC, select an empty slot on your SQUAD INVENTORY list. If you already have eight HERCs (no empty slot), you must select and SCRAP your least useful HERC to open a slot and build a newer and better HERC.

Each HERC model has strengths and weaknesses: speed vs. firepower, strength vs. cost, etc. See the [HERC Reference](#) for details.

When the Build screen opens, it displays a schematic of the first (and simplest) HERC design available to you. With enough salvage, you may build any HERC available on the SELECT HERC TYPE TO BUILD list. Just below the list, you can see the selected HERC's MASS, top SPEED, and HARDPOINTS (weapon capacity), as well as the total SALVAGE REQD (Required) to construct the HERC.

When you have enough salvage to build the selected HERC type, click BUILD to allocate the needed salvage to its construction. While small HERCs can be built quickly, it may take several missions to complete one of the big HERCs. You can even SCRAP a HERC under construction for salvage, if your need for repair salvage becomes desperate enough.

To build a new HERC, first select an empty slot on the SQUAD INVENTORY list, and then select the HERC you want on the SELECT HERC TYPE TO BUILD list. If you have enough salvage, the Build button will highlight. You can then click on the BUILD button to start work on the selected HERC type.

To scrap a HERC (wreck it for salvage), first select the HERC on the SQUAD INVENTORY list, and then click the SCRAP button. You may scrap completed HERCs or HERCs under construction. Not all of the scrapped HERC's mass becomes salvage; there is always some waste. The SCRAP salvage may be put to immediate use for [Repairs](#) or building HERCs or weapons in the [Armory](#).

When HERC construction is proceeding to your satisfaction, click on another [Base](#) screen to exit.

BASE: Armory

Open this screen with the Base Screen's Armory button to review your total weapons inventory. If you have selected the MANUALLY BUILD WEAPONS option in the [Main Menu Preferences](#), this screen also lets you select which weapons and auxiliary pods to build to upgrade your HERCs' firepower or replace equipment lost in battle. (If you have selected Auto Build Weapons, all build decisions are made for you.)

Num to build	Type	avail.	Salv. req.
1	Autocannon 20mm	4	5
1	Autocannon 30mm	2	10
1	Autocannon 50mm	4	15
1	Electron Flux	2	20
1	Electron Flux II	2	30
1	Doc.Flap. Pulse	2	20
1	Doc.Flap. Pulse II	2	30
1	Radar Jammer	2	20
1	Laser 100 GF	2	8
1	Laser 200 GF	2	12
1	Laser 300 GF	2	16
1	Missile Rack 60	2	6
1	Missile Rack 80	2	12
1	Missile Rack 100	2	18
1	Flyer Missile Rack	2	15
1	Particle Beam	2	20
1	Particle Beam II	2	30
1	Plasma Cannon	2	50

Weapon Preview: Autocannon 20 mm
Range: 450 m
Salvage Required: 5,000 kg
Excellent long range weapon for use against light, unshielded targets.

Workspace Available: 5
Workspace In Use: 0
Salvage Available: 156976 kg
Allocated: 0 kg

Buttons: Clear, Scrap

You have enough Workspace Available to build up to five weapons or pods per mission, provided you also have enough [salvage](#). You can also SCRAP armaments you don't need or can't afford.

To build armaments, just click the item(s) you want on the Armaments Inventory list. Each time you click on an item, the NUM TO BUILD will increase by one, and the necessary [Salvage](#) and Workspace will be allocated to its construction. Right-click to decrease Num To Build. If you change your mind, press CLEAR to set construction for the selected item back to zero. **Note: Salvage Required is shown in tons here.**

When you return from the next mission, the completed weapons will be added to your inventory and the workspaces will be available for your next round of selections.

If you run out of salvage, weapon construction simply stops until enough salvage becomes available to resume. If you become desperate for salvage to keep your HERCs repaired, you can even select armaments and SCRAP them for salvage. This is an expensive way to get salvage, however—you lose the time spent building the item, and there is always some salvage wasted in the process.

When Weapon construction is proceeding to your satisfaction, click on another [Base](#) screen to exit.

BASE: Crew

Open this screen with the Base Screen's CREW button. It lets you select pilots for the next mission and assign them to specific HERCs. For example, you should bring your best pilots if you expect a tough mission, but bring Rookies on easier missions so they can get some training. Similarly, you will want to assign an Elite pilot to your squad's new Apocalypse rather than entrusting it to an inexperienced Rookie.



You have four pilot “slots” in your squad. The top slot is yours, and you go on every mission. Slots that are not needed for the next mission will be dimmed after the [Briefing](#), so make sure the pilots you want to take are in the active slots. To add a pilot to an empty slot, click on the slot, and then on the picture of the pilot you want. To remove a pilot, click the slot and then the CLEAR button.

To assign a pilot to a specific HERC, click on that pilot’s slot, and then on the HERC he or she gets on the SQUAD INVENTORY list on the left. See [HERC Reference](#) for details. (To change weapons, see the [WEAPONS](#) screen.)

When you are satisfied with the current Pilot and HERC assignments, click on another [Base](#) screen to exit.

BASE: Mission

Open this screen with the Base Screen's MISSION button to receive the Briefing for the next mission. You receive a Briefing before every mission, and also at the start of each new campaign. The Briefing provides you with your next mission's summary, objectives, and intelligence report. With this information, you can make appropriate changes to your squad's Crew and Weapons assignments. When your squad is fully prepared, return to the Briefing screen and click BEGIN MISSION to actually start the next mission. You will also receive a [Debriefing](#) after the mission that recaps your achievements (or lack thereof).



Accompanying the briefing is the Tactical Mission Map, which displays the mission terrain, your starting point, and the location of your known objectives. Mission waypoints are numbered and circled in green.

To control the map view, you can click on the arrow or Zoom Out/Zoom In buttons. Additional mission information is presented in text format below the map, and may be scrolled through using the scroll bar.

To return to the Base Screen, simply click on one of the other [Base Screen](#) buttons.

To start the mission, click on BEGIN MISSION. (Note: Once the mission starts, you may redisplay your mission objectives by pressing [F11]. See [HERC Controls](#) for complete HERC piloting information.)

When you return (alive) from a mission, you will proceed to the Debriefing screen, where your mission CO will comment on your performance, and determine if the mission was a success or a failure.

After you hear your CO's comments, the Debriefing panel will open, detailing the accomplishments of you and your squad. It states whether or not you fulfilled your mission objectives, lists all [salvage](#) obtained, and details the number of weapons and new technology you recovered. This panel also displays a list of all kills, friendly and hostile alike.



When finished with the Debriefing, you can prepare for the next mission.

You get salvage by destroying Cybrids—think of it as raw material. You can get complete weapons by taking down a Cybrid without destroying its weapons (with leg shots for example), or by blasting its weapons loose. On some missions, you will have specific opportunities to capture Cybrid technology, which in turn advances your own HERC and weapon technology.

Different HERCs have slightly different cockpit layouts, but all have similar controls. You may operate all controls with keyboard commands or the mouse. You can also use the Simulation Preferences [Controls](#) screen [F12] to assign or change your joystick buttons.

Click on a topic highlight for more information.

[Cockpit Views](#) Use the four cockpit views or the External Views [V] to spot enemy units before they spot you.

[Heads-Up Display \(HUD\)](#) These indicators projected onto your front window let you navigate, shoot, and control your HERC while keeping your eyes on the battle.

[Console](#) The console includes the event display, shield display, firing chains, ready light, current weapon, weapon status, weapon link, throttle, and master energy pool.

[Multi-Function Display \(MFD\)](#) This panel lets you select from six different function displays, including HERC Status, FlashComm (radio) Navigation Map, Scanner (Radar), Target Status, and Missile CAM.

[Heads-Down Display \(HDD\)](#) The Heads-Down view contains your Command Display and Detailed Damage Report screens.

[Simulation Preferences](#) Adjust how the simulation looks and sounds on your PC. ([F12] to open.)

[Controls](#) Open this window from the [F12] Preferences screen to select your control options.

[External Views](#) View the action from an external camera probe ([V] to activate or stop).

Pause the mission at any time by pressing [P]; resume by clicking Continue or pressing [Enter].

To quit the mission, press [Q]. Doing so before your objectives are completed, however, may have severe consequences in subsequent missions.

COCKPIT CONTROLS: Cockpit Views

You can change between the four cockpit views with these keys:



Left Window [F9]



Front Window (HUD) [Esc]



Right Window [F10]

Change views with the mouse by clicking on the screen edge leading to the view you want. You can also set up the “hat” button on some joysticks to change views. (See [Controls](#)).



Heads Down (HDD) [F7], [F8], or [Esc] from Front.

To switch to the [External Views](#) (or back again), press [V].

COCKPIT CONTROLS: Heads-Up Display (HUD)

Heads-Up Display (HUD) refers to the following indicators projected onto your front window. **Note: Click on areas of the picture on the right to identify features.**



The light blue scrolling bar displays the current compass heading (in degrees) of your HERC's lower body. (Turret heading can be different.) **Note:** 90 degrees is East, 180 is South, 270 is West, and 0 is due North. You change your heading with your main HERC movement controls. Remember, compass heading indicates the direction you are walking, not the direction your Turret may be facing.

The green diamond above the Heading Indicator points the way to your next assigned waypoint or objective. If you are not facing the waypoint, turn in the direction of the green arrow until the diamond appears. The distance to the waypoint is shown just below the Heading Indicator.

The round Aiming Reticle centered in the front window helps you aim your weapons. (You can also aim with [Automatic Turret Tracking](#).) Just line up the target, get within range, and blast. When aiming manually, you can move the entire HERC to line up a shot, move just the turret, or both. For moving targets, you will need to "lead" the target to account for its relative direction and speed. Also account for your weapon speed: laser blasts travel very fast, but unguided missiles and EMP pulses require you to lead more.

The standard reticle is white. If you have selected a target using the green [Target Box](#), the reticle will turn green when you get the selected target lined up. If you are aiming guided missiles with active radar, the target box will turn red when you have acquired missile lock. You can then fire your missiles and they will seek the target.

This sliding green bar above the Waypoint Indicator shows how far your turret is turned from center. When the bar is centered, your HERC's turret is facing forward. You can rotate your turret about 75 degrees left or right of center with the [J] and [K] or [Left Arrow] and [Right Arrow] keys. Depending on your [Controls](#) set-up, you can also move your turret with a joystick, joystick hat button, or rudder pedals. **Note: When flying the Razor, use the [J] and [K] keys for more precise aiming. Your Radar display also is a good indicator of the turret position.**

To move your turret up and down, use the [I] and [M], or [Up Arrow] and [Down Arrow] keys. To re-center your turret, press [Backspace].

([Razor](#) only)

The altimeter is the vertical “bracket” indicator at the right of the Razor's HUD. The green bar represents altitude, while the red bar is the ground elevation. The moving green icon represents your ship. Keep it away from the red bar—if they meet, you crash. The blue “ticker” shows the direction and rate of altitude change.

This is a square “bracket” that surrounds a target when you select it. The box is green for most weapons, but red when you are aiming guided missiles with active radar. By selecting a target, you can view it in the MFD's [F5] Target Status screen, lock guided missiles on it with active radar [R], or designate it for Automatic Turret Tracking ATT [T] (except on the [Razor](#)). The selected target also will be marked with a yellow box in the [F4] Scanner screen.

If you have mounted a Targeting Pod, you will be able to use ATT to target individual Cybrid components. With the target selected, use the [Tab] key to target a particular component.

To select a target, press the [Enter] key, or click the TARGET button in the MFD's [F4] Scanner screen. [Enter] and TARGET cycle through all targets in view—keep pressing until the target you want is bracketed. If the target you select is not visible in the HUD, a green arrow will appear on the HUD showing you the direction to the target.

To lock missiles on a selected target, enable Active Radar [R]. When the target bracket acquires thick red corners, you are locked on, and any radar-guided missiles you fire should home in on the target. (Some Cybrids can defeat guided missiles with abrupt maneuvers or ECM jamming.) **Note: Electro-Optical missiles**

do not require missile lock—they are guided manually by joystick or numeric keypad control in the MFD's [F6] Missile View screen.

ATT moves your turret automatically to keep your weapons aimed at your currently selected target. It tracks the current target until you select another target, take manual control of the turret, turn ATT off, or until the target is destroyed or moves out of your turret's firing arc. If you select another target, the ATT lock goes to the new target. (See [Target Box](#) for more on selecting targets.)

To turn ATT on or off, click the TRACK button on the console or press [T]. "ATT" is displayed at the upper left of the HUD when auto-tracking is on. **Note:** ATT aims at the target's center—mount a [Targeting pod](#) or aim manually for more precise fire control. A Targeting Pod allows you to use ATT to target individual Cybrid components. With a target selected, press [Tab] to target a particular component.

Note: Auto Tracking is not used on the [Razor](#), as it would interfere with flight navigation.

COCKPIT CONTROLS: The Console

Different model HERCs have different console configurations, but all consoles have the same basic features. **Note:** Click on areas of the picture on the right to identify features.



This text box appears to display various status updates and alerts during the mission—to confirm arrival at waypoints, system failure warnings, and so forth.

Your HERC is protected by front and rear shields. (To learn how shields work, see [Shields](#).) The shield display shows the relative front and rear shield strength by percentage and by color: the brighter the color, the stronger the shielding for that area. Shield power is depleted by enemy fire, and replenishes at a steady rate from the Master Energy Pool. You cannot divert extra power to the shields, but you can increase total shield strength with a [Shield Pod](#).

Shield power is normally distributed evenly front and back, but you can change this balance manually if needed. To redistribute shield power, click the respective shield symbol, or press [] (for rear) or [] (for forward). **Note:** If you change the shield's power balance, guard your weak side carefully.

These numbered buttons activate your individual weapons. Click on the button or press the corresponding number key—[1], [2], etc.—to manually activate the weapon. You may also [Link](#) matched weapons, or place weapons in up to three Firing Chains to quickly activate different weapon sets for different occasions.

A firing chain establishes a fixed weapons-firing sequence—as you fire, it cycles through each ready weapon in the chain. This helps you make the most of your total firepower without having to hunt for buttons in combat. It also allows energy weapons to recharge a bit between shots.

To select a firing chain, click the button that displays chain number (I, II, or III) or press the [~] key. When the chain you want is selected, just aim and blast away!

Weapons in firing-chain mode fire only when the selected target is in range.

Firing Chain I includes all of your weapons and is available at the start of each mission. Chain II and III are blank, letting you quickly create your own firing chains that group and sequence weapons by range, power use, or other criteria.

To program a firing chain, first select it (I, II, or III). Then press [Alt] and the weapon's number for each weapon you want next in the chain (for example, [Alt]+[1]). As you add a weapon to the chain, its green ready light will go on. To remove a weapon from a firing chain, simply press [Alt] and the weapon's number. When the chain is set up, click the chain number button or press [~]. You may program or reprogram all three chains in this fashion.

You may also manually activate and single-fire any individual or linked weapon regardless of the chain(s) it belongs to. Press [W] or [Alt] + [W] to select the next or previous weapon for manual firing. Fire with the joystick trigger or [Space].

Note: Most pilots do not include missiles in their custom firing chains, conserving them for specific unshielded targets.

This light next to each weapon's selector button turns green when the weapon is aimed at the currently selected target *and* is ready to fire. The light will be red if no target is selected, or the selected weapon is not ready to fire (target is not locked or in range, weapon is out of charge or ammunition). A firing chain will skip an unready weapon (one that is not fully charged or in firing range of the target).

This white highlight shows which weapon is selected to fire next (manually, or as part of a link or chain).

For weapons requiring ammunition (Automatic Cannons, Missiles), this bar to the right of the weapon name shows how many rounds remain. When the counter hits zero, you're out. **Note: If you are on a Practice Mission, you may set your Ammo Preference to Unlimited to avoid this.**

For energy weapons (Lasers, PBWs, ELFs, EMPs), this bar shows the current level of charge as a bar graph. Energy weapons can recharge indefinitely from

the Master Energy Pool, but need a minimum charge to fire. Lasers and ELF weapons consume charge at a fixed rate until depleting their reserves. Particle Beams, Plasma Cannons, and EMP Cannons are “pulse” weapons that deplete their entire charge with a single burst, and must completely recharge to fire again.

Note: Damaged weapons will recharge more slowly, if at all. If the weapon is rendered inoperative, the status indicator will display “OFFLINE.”

By linking two weapons, you make them fire together. This increases the effect of a hit, but can deplete your ammunition or energy quickly. You can link any two identical weapons. Select one of the weapons, and click the LINK button or press [L]. Now when either weapon is activated and fired, both fire simultaneously. Note: If either linked weapon is included in an active firing chain, both will fire. To unlink weapons, select one and click Link or press [L] again.

This slide indicator shows how much throttle you are using, and whether you are moving forward or in reverse. Centered is stopped. (The exception is the [Razor](#), which has only forward throttle.) Once the throttle is set, it stays set in that direction and at that rate until changed.

Set throttle with the mouse by clicking on the slide and dragging it up or down. To set forward throttle with the keyboard, press [Up Arrow] on the numeric keypad; for reverse throttle, press [Down Arrow]. (With a joystick in Movement mode, push the stick forward or back.) For full stop, press the center numeric keypad key [5] or press Button 3 on some joysticks. Keep in mind that turn control depends on your current movement. When stopped or moving forward, steer right to change your heading to the right—when in reverse, steer right to change your heading to the left.

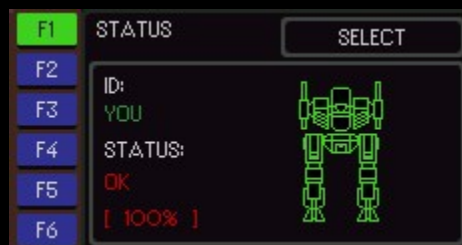
For Razor throttle control, you can use the numeric keypad’s [+] and [-] keys.

Your HERC’s power supply. This displays the total amount of energy available in the Master Energy Pool for movement, shields, and weapons, in that order, at any given time. If you make too many demands on the energy pool, you will decrease the recharge rate of your energy weapons—one or more may run dry.

COCKPIT CONTROLS: Multi-Function Display (MFD)

This screen, directly above or below the front window, provides several vital function displays. The default display is your HERC's RADAR. You can go directly to a specific display by clicking on the console's F1-F6 buttons or pressing your [F1]-[F6] keys, as follows: [F1]—STATUS, [F2]—FLASHCOMM, [F3]—NAV MAP, [F4]—RADAR, [F5]—TARGET STATUS, and [F6]—MISSILE CAM.

This displays the current operational status of your HERC's main components. Green indicates that the component is fully operational; Yellow indicates moderate damage; Orange indicates serious damage; Red indicates imminent failure; and Gray indicates a failed or destroyed system. To see the status of other HERCs, press [D]. For detailed damage reports on the structural, internal, or weapons subsystems of your HERC or those of your squad members, see the [HDD](#) [F8] display.



This is your panel for communicating with all other pilots in your squad. FlashComm broadcasts to all squad members simultaneously on a tight-beam scrambled frequency. The closest squad member who can fulfill your order will then do so, sending an acknowledgment beforehand. If no one in your squad can carry out your order, you will get a “negative” response from the closest teammate. (To send a message to a specific pilot, see [Command Display](#) (F7).)



You can send messages by clicking on the FlashComm panel, or from anywhere in the cockpit using FlashComm hot keys. To open the panel, use [F2]. Select the message you want to send by clicking on it, by pressing its hot key (red-highlighted letter), or by cycling through the messages with the [,<] and [,>] keys. Then transmit the selected message by clicking the XMIT button or pressing the [X] key.

Outside the FlashComm panel, select the message by pressing [Alt] plus the message hot key [Alt] + [A], and transmit it with [X].

- **Attack My Target [A].** Orders other pilots to attack your currently selected target.
- **Ignore My Target [G].** Orders other pilots to leave your currently selected target alone.
- **Help Me Out! [H].** You're in it deep—hope they get to you in time.
- **Join On Me [O].** Orders all squad pilots to move within safe communications range and then follow your maneuvers.
- **Scan For Hostiles [C] /EMCON [E].** Scan for Hostiles tells all pilots to switch their Radars to Active mode. Once you transmit Scan for Hostiles, this message changes to Emcon, and vice versa. Emcon tells all pilots to observe “emission controls”—in other words, to turn Active radar off. **Note: All HERCs are datalinked, so a target picked up on one HERC's radar is visible on all scanners in your squad.**
- **Fire At Will [F] /Hold Your Fire [F].** Fire At Will tells your squad to shoot anything not on your side. Once you transmit Fire At Will, this message changes to Hold Your Fire, and vice versa.

Presents a topographic view of the terrain you are traveling through, with your HERC displayed as a white cross. This map moves with you, and is always oriented towards your current heading, helping you navigate obstacles.



The Radar shows the relative position of friendly HERCs (white) and installations (blue), hostile ground units (red), airborne hostiles (yellow), and enemy installations (green).

The fixed red triangle in the center represents your HERC's main body, and the line extending from it shows your current heading. The blue wedge represents your “target



cone,” the area currently visible through your window in which you can select and lock on targets. If the turret is rotated, you will see the target cone move on the scanner as well. The currently selected target, if any, is shown surrounded in a yellow box. (The green circle indicates the range at which Cybrids can detect you if you are using only Passive Radar.)

Important: You can select and lock on to only those targets that appear in your target cone.

Click on the RANGE button or press [Alt]+[R] to increase or decrease the range of your Radar in Active mode. Long range scans help you detect enemies beyond visible range. However, they also allow enemies to detect you at greater range.

To select a target in the target cone, click the TARGET button, or press the [Enter] key. The nearest visible target will be bracketed in a yellow box on the Radar screen and in a [Target Box](#) on your HUD. You can cycle through all available targets this way.

To switch the Scanner between Active and Passive (PASS) modes, click the repsective button or press [R]. Passive mode “listens” for enemy Radar scans without making any noise itself, and is required for silent running and avoiding homing missiles (unless the HERC is also equipped with an ECM pod). However, passive radar will not detect enemy units that are not actively scanning.

When you are in Passive Radar mode, a green circle appears on your radar display. This circle represents the safe distance from which you can monitor an enemy’s movement beyond their active radar range. As long as Cybrids remain outside of the circle, and you remain in Passive Radar mode, the Cybrids cannot detect you.

Active mode sends out intense radio emissions that “illuminate” all nearby units, whether they are emitting or not. All HERCs are datalinked, allowing an enemy unit detected by one pilot to be seen by all. However, active scanning broadcasts the HERC’s position and sets it up as a target for ambush and air attack. In fact, Anti-Radar Homing Missiles will home in specifically on Scanner emissions. See [Radar](#) for more.

To fire radar-guided missiles using missile lock, click the ACTIVE button or press [R] to turn the Scanner to Active mode. Once in Active mode, select a target—the red target box indicates when you have missile lock. Any radar-guided missiles you fire will now home on that target, even if it moves (subject to enemy countermeasures). For details on aiming EO missiles, see "Missile View Screen" [F6].

This display identifies the currently selected target and displays a rough damage estimate. This can help you pinpoint fire to finish off an enemy. With the display open, click the Select button to select a target. If no target is selected, the screen will show TARGET: NONE. If the MFD computer has never encountered the selected target before, it will display TARGET: UNKNOWN.



This displays current missile lock status, and shows a “missile-eye-view” for any missile you fire. It also lets you steer optically guided missiles. If you have a current radar lock on a target, you will see LOCK highlighted in red.



When you fire EO (Electro-Optical) Missiles, you will use this missile-eye view to guide the missile manually with the joystick or arrow keys. While steering, you must hold down the fire button or [Space] to retain control of the missile. Steer the missile all the way to the target. Once the missile hits, crashes, or runs out of fuel, you will return to HERC control.

COCKPIT CONTROLS: Heads-Down Display (HDD)

You have several ways to open the Heads Down Display:

- Select one of its functions [F7] [Command Display](#) or [F8] [Damage Detail](#)
- Click the mouse at the bottom of the main cockpit view
- Depending on your [Controls](#) set-up, move your joystick's hat button down.

To return to cockpit view, select an MFD screen ([F1]-[F6]), press [Esc], or click the mouse at the top of the screen.

This screen is similar to the Tactical Mission Map used in the Briefing. However, this display is updated in real time, and lets you send specific commands to individual pilots.

The map's red border defines the mission zone—if you stray outside of it, the mission fails. The squad members now with you in the field are shown on comm screens next to the map. Squad members are shown on the map in the same color that highlights their name on the comm screen.



From the Command Display, you communicate with individual squad members (not the whole squad, as in FlashComm). When squad members are not broadcasting, their video box remains darkened, displaying only their name, their status, and their current orders. If a pilot's communication or HERC is knocked out, the video box goes to static and you can send them no messages.

To send a message, you must first select a pilot to send it to. Select the pilot's marker on the map, click his or her comm screen, or press the corresponding number (from left to right: [1], [2], [3]). If the selected pilot is in communication range, the pilot will respond, saying, "Standing by." Now select the appropriate message by pressing its hotkey or clicking on the message.

Certain messages will require that you pick a unit or location on the map as a

destination or waypoint. Scroll the map out until you can see the destination by clicking the magnifying glass buttons or pressing [+] or [-]. To select an enemy or friendly unit, click on it. To select a gridpoint, click on it with the mouse cursor. Finally, to send the message, click on the XMIT button or press [X]; click CANCEL or press [Backspace] to cancel it.

- **Disengage [D].** Orders the designated pilot to break off contact with the enemy.
- **Attack Enemy [A].** Orders the designated pilot to attack a target of your choosing. After giving this order, you must select the target on the map to attack by clicking on it. A colored line will then link the chosen pilot to your selected target.
- **Defend Position [F].** Orders the designated pilot to travel to and defend a specific gridpoint or friendly unit assigned by you. Select a friendly unit with the mouse. Select a gridpoint using the mouse. The unit so ordered will ignore all enemy units it encounters along the way. Once in position, the chosen HERC attacks any enemy units that get close (but will not pursue them if they flee).
- **Patrol Gridpoint [T].** Orders the designated pilot to proceed to a specified point designated by you. Select a gridpoint using the mouse. The Pilot will attack any targets he or she encounters along the way. Once in position, the pilot will defend the position until receiving further orders.
- **Go to Gridpoint [G].** Orders the designated pilot to proceed to your chosen point(s) on the mission map, avoiding any targets encountered en route. Select a gridpoint using the mouse. Upon arrival, the pilot will proceed to the next gridpoint, if so ordered. Without further orders, the pilot will defend the designated gridpoint.
- **Join On Me [O].** Orders the designated pilot to join up with you. Upon reaching safe communication distance, the chosen pilot will then follow your maneuvers. This works well for “follow the leader” when attempting to outmaneuver or flank your opponent.
- **Scan for Hostiles [C].** Orders the designated pilot to switch his or her Radar to Active mode and begin sweeping for enemy units. This allows the chosen pilot to see farther, but also increases the likelihood of air attacks and ambushes. **Note: All HERCs are datalinked, allowing an**

enemy unit detected by one pilot to be seen by all.

- **EMCON [E].** Orders the designated pilot to put emission controls into effect, shutting off active Radar and maintaining radio silence until receiving a Scan for Hostiles message.
- **XMIT [X].** Send selected order to the designated pilot.
- **Cancel [Backspace].** Cancel message before transmission.

This display shows a comprehensive system/damage analysis of each HERC in your squad, as well your currently selected target, if any. To select another HERC to view, click on the Left/Right arrow buttons or press your Left/Right arrow keys.

HERC status is divided into three categories—structural, internal, and weaponry. To switch between these views, press [S], [I], or [W] on your keyboard, or click the up/down arrow keys. General status of each component is shown as colors: Green, normal; Yellow, moderate damage; Orange, serious damage; Red, imminent failure; Gray, inoperative. Operating condition is shown as a percentage.



COCKPIT CONTROLS: Preferences

Open this screen from within a mission by pressing [F12]. The mission is paused until you finish making your selections. Note: If your computer runs *EarthSiege 2* slowly, try reducing one or more graphics detail levels.

PREFERENCES	
MUSIC	ON
SOUNDS	ON
PILOT MESSAGE	TEXT / VOICE
COMPUTER MESSAGE	TEXT / VOICE
TERRAIN DISTANCE	MAXIMUM
TERRAIN TEXTURE	ON
HERC DETAIL	MAXIMUM
STRUCTURE DETAIL	MAXIMUM
EFFECTS DETAIL	MED HIGH
CONTROLS	
DONE	

Turn music in the simulation ON or OFF.

Turn sound effects in the simulation ON or OFF.

Choose to receive pilot messages as on-screen Text, Text and Voice, or Voice only.

Choose to receive internal system messages as on-screen Text, Text and Voice, or Voice only.

Adjust the distance at which terrain detail becomes visible.

Turn terrain texture detail ON or OFF.

Click on one or more of these items to adjust the Graphic Detail level in the game. Graphic detail has a big effect on how quickly and smoothly your PC can run the simulation. If the action seems jerky or subject to pauses, you may need to lower the detail level.

Open the [Controls](#) screen to assign or change how your installed controller

devices work (joystick, rudder pedals, etc.) in the simulation. (You must already have configured and calibrated your control devices for Windows. For Windows 95, go to the Windows Control Panel Joystick application. For Windows 3.1, see your controller documentation or check the *EarthSiege 2* [README](#)).

Save your changes and return to your cockpit, resuming the mission.

COCKPIT CONTROLS: Controls

The Controls window lets you select a joystick or other control device(s) you want to use, and choose button functions. (Control devices first must be configured and calibrated for Windows. For Windows 95, go to the Windows Control Panel Joystick application. For Windows 3.1, see your controller documentation or check the *EarthSiege 2* [README](#).)

You must be in the simulation screen (i.e., on a mission) to access this window. Open the simulation's [Preferences](#) screen [F12], and then click the Controls button.

CONTROLS	
JOYSTICK	MOVEMENT
THROTTLE	THROTTLE
RUDDER	
HAT	VIEWS

BUTTON	FUNCTION	OPTIONS
BUTTON 1	FIRE	
BUTTON 2	TARGET	
BUTTON 3	CENTER TURRET	
BUTTON 4	ATT TOGGLE	
BUTTON 5		
BUTTON 6		
BUTTON 7		
BUTTON 8		

RECOMMEND DONE

Click this button to choose how to use your joystick with *EarthSiege 2*. If you don't have a joystick set up for Windows, this button will be dimmed. If you have installed a joystick, but just don't want to use it, select NO JOYSTICK—this selects the keyboard as the default controller. Select MOVEMENT to use your Joystick to control the HERC's main body (forward/backward motion, turns, acceleration.) Select TURRET to use your Joystick to control only the HERC's upper body/turret rotation and elevation (i.e., weapons).

If you have a joystick with a throttle “dial” or “slider” button, the THROTTLE button lets you use it to control the HERC's [THROTTLE](#) setting or to control the elevation (up/down movement) of the HERC's [TURRET](#).

If you have already installed a rudder pedals controller, second joystick, or similar device, this setting lets you determine its use. A rudder controller can be used to control the HERC main body MOVEMENT, or those of just the TURRET. The [J] and [K] keys will always work for steering the Razor, or for horizontal turret movement.

If your Joystick 1 has a “hat” button, you can use it to switch your HERC cockpit VIEWS, or to control your HERC’s TURRET rotation and elevation.

These buttons let you determine how your main joystick’s buttons will work.

Note: On almost all joysticks, the trigger is Button 1. The number of other buttons you have available will depend on the joystick you have installed. (For details on assigning buttons for ThrustMaster® Weapons Control System or similar auxiliary controllers, see the [README](#).)

Click the Button # button that you want to assign or change (the Options column will display the available choices for that button). Click on the Button # button until the setting you want is displayed.

Fire: Fire current weapon

Target: Select a new target

Change Direction: Reverse current throttle direction.

Center Legs: Align HERC body with current Turret centerline.

Center Turret: Level Turret and align it with HERC body centerline, turn ATT off.

All Stop: Zero Throttle (minimum throttle on Razor.)

ATT Toggle: Turn Automatic Turret Tracking On or Off.

Target Nearest: Select nearest Target.

Target Part: Select part to aim at.

Link Weapon: Link/unlink current weapon.

External View: Toggle Internal/External View.

Cockpit View. Return to Cockpit View

MFD Display. Cycle through MFDs (F1-F6)

Chase View. Following External View

Shields Front. Increase Front Shield

Shields Rear. Increase Rear Shield

Next Weapon. Select Next Weapon

Weapon Toggle. Weapon in/out of Chain

Prev Weapon. Select Previous Weapon

Next Chain. Go to Next Firing Chain

Click this button to automatically enter recommended settings for your current control set-up.

When you have made all your needed changes, click DONE to return to the [Simulation Preferences](#) menu.

COCKPIT CONTROLS: External Views

The External View lets you view the outside action around your HERC, or around any other HERC in your squad. While in the outside view, you can zoom and pan the viewpoint, or even control your HERC. This provides a terrific way to see over terrain, spot hidden enemies, or conduct maneuvers with the “big picture” in mind.

To enable the external view, press [V]. To return to the cockpit, press [V] again or [Esc].



In the External View, the view follows the HERC. You can pan (rotate) the viewpoint all around and over the HERC using your joystick or keyboard arrow keys. To zoom the view in and out with the joystick, hold down the joystick's Fire button while moving the stick forward or backward. To zoom the view from the keyboard, hold down [Space] while pressing the up or down arrow keys.

To switch between viewpoint and HERC control, press [Enter]. With HERC control, you will still be seeing the External view, but you will be able to control the HERC and fire weapons. Press [Enter] again to switch back.

To see external views of other HERCs in your squad, press [N]. While looking at another HERC, you may rotate or zoom the view (but you can't take control). To return to your cockpit, press [V] or [Esc].

This area provides vehicle and weapon capabilities, tactical advice, quick keys, and other information that can help give you the edge on the battlefield.

Click on a topic highlight for more information.

- [HERC Design](#) A general overview of the HERCULAN fighting vehicle.
- [HERC Types](#) Descriptions of the HERCs in the Human Resistance inventory.
- [Weapons](#) Descriptions of the HERC weapons and auxiliary pods used by the Humans.
- [Cybrids](#) Descriptions of the Cybrid vehicles you will be facing.
- [Structures](#) Descriptions of friendly and foe installations.
- [Tactics](#) Some general advice for staying alive. Recommended reading.
- [Designer Notes](#) Expert advice from the Designer.

REFERENCE: HERC Design

The HERC (short for HERCULAN) is a bipedal armored fighting vehicle adapted for all-environment use. While most operational models were originally piloted by Cybrid AI, some pre-Cybrid HERCs were discovered by the Resistance after the Cybrid Overthrow. Human designs have advanced from there, spurred by the occasional capture of new Cybrid technology.



The HERC evolved from the armored fighting vehicles known as “tanks” developed during the 20th century. The main body contains the power source, fuel, and support electronics. Power is provided by a fusion reactor, the output of which is collected in a Master Energy Pool—essentially an advanced capacitor—and allocated as needed to the drive motors, weapon systems, shields, and instrumentation. On top rests the pilot compartment, a heavily armored turret which can rotate and elevate separately. Weapons are modular, mounted on hard points so the pilot can aim and fire them through turret control without changing vehicle course. This allows faster target acquisition and a finer degree of aiming control than a fixed body design. A proposed top-secret HERC type—the [Razor](#)—is a modified land-skimmer with its own full flight capacity.

The bipedal drive system allows the HERC to manage varying terrains, turn right or left in forward or reverse, and pivot in place like a tracked vehicle. Its main drawback is its relative vulnerability—Human HERC designs must devote shielding, armor, and life support systems to sustaining the pilot, while Cybrid units need only protect vital systems like the reactor or weapons. Nevertheless, the wreckage of Cybrid units provides valuable [salvage](#), readily adaptable for repairing and building Human designs due to their common ancestry and parallel development.

REFERENCE: HERC Types

In general, bigger HERCs carry more and heavier weapons, and have stronger armor and shields. The tradeoff is that bigger HERCs are also slower and less maneuverable. Click on a HERC name to see a picture of it and read about its performance characteristics. **Note: Available weapons depend on current inventory. Mass shown in metric tons.**

<u>Outlaw</u>	Fastest and lightest scout.
<u>Raptor II</u>	Medium armed-recon unit.
<u>Tomahawk</u>	A decent medium attack HERC.
<u>Samson</u>	Heavy search-and-destroy unit.
<u>Colossus</u>	Slow, heavyweight weapon platform.
<u>Apocalypse</u>	As powerful as the Colossus, but faster.
<u>Ogre</u>	Massive, plodding battlewagon.
<u>Maverick</u>	Speedy scout with a sharp sting.
<u>Razor</u>	The flying HERC.

REFERENCE:

Outlaw

Mass: 27 tons

Height: 6.1 meters

Approximate Speed: 100 KPH

Weapons Capacity: 3

Salvage Req. to Build: 60 tons

The Outlaw is the work horse for scouting and reconnaissance missions.



REFERENCE:

Raptor II

Mass: 41 Metric tons

Height: 7.0 meters

Approximate Speed: 65 KPH

Weapons Capacity: 5

Salvage Req. to Build: 90 tons

Replacing the original Raptor Class medium HERC, the Raptor II will upgrade weapon capacity and armor at the expense of some speed and maneuverability.



REFERENCE:

Tomahawk

Mass: 45 tons

Height: 7.6 meters

Approximate Speed: 75 KPH

Weapons Capacity: 5

Salvage Req. to Build: 100 tons

Tomahawks specialize in the medium attack role and are often deployed as a screening force for assault HERCs.



REFERENCE:

Samson

Mass: 63 tons

Height: 9.2 meters

Approximate Speed: 60 KPH

Weapons Capacity: 8

Salvage Req. to Build: 170 tons

The Samson's specialty is search and destroy missions. This class boasts excellent armor and firepower for its size.



REFERENCE:

Colossus

Mass: 77 tons

Height: 10.4 meters

Approximate Speed: 55 KPH

Weapons Capacity: 9

Salvage Req. to Build: 200 tons

This is one of the heaviest HERCs fielded by the human resistance. Colossus units are used to assault the enemy strong points where their massive firepower can be brought to bear despite their slow land speed.



REFERENCE:

Apocalypse

Mass: 70 tons

Height: 9.5 meters

Approximate Speed: 60 KPH

Weapons Capacity: 9

Salvage Req. to Build: 190 tons

A design exploiting captured Cybrid miniaturization technology, the Apocalypse provides heavier armor and firepower than the Colossus in a HERC that is nearly as fast as the Samson.



REFERENCE:

Ogre

Mass: 84 Metric tons

Height: 10.4 meters

Approximate Speed: 60 KPH

Weapons Capacity: 10

Salvage Req. to Build: 230 tons

The heaviest HERC ever conceived by Human engineers, the Ogre should be a match for anything the Cybrids can throw at it. However, speed and agility will not be strong suits.



REFERENCE:

Maverick

Mass: 25 tons

Height: 6.1 meters

Approximate Speed: 90 KPH

Weapons Capacity: 4

Salvage Req. to Build: 55 tons

The Terra Defense Force's new light HERC, Maverick will specialize in the light recon and scouting roles.



REFERENCE:

Razor

Close air support craft.

Mass: 50 tons

Approximate Speed: 225 KPH

Weapons Capacity: 6

Salvage Req. to Build: 120 tons

A hybrid aircraft combining ground effect and a traditional airfoil, the Razor will serve in the scouting, light attack, and close air support roles. **Note: The Razor features an altimeter, but lacks ATT.**



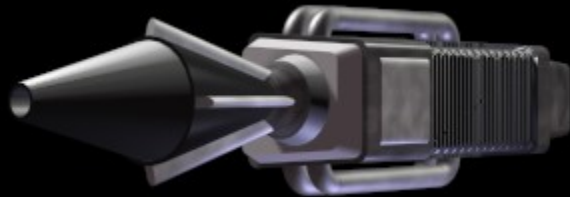
REFERENCE: Weapons

There are four main types of HERC weapon systems: Energy (divided into beam or pulse systems), Projectile (cannon), Missiles, and Auxiliary pods. Each has comparative strengths and weaknesses. You can replace, upgrade, or add weapons to your HERC at your discretion—as long as the weapon you want is in inventory, your HERC can handle the load, and as long as there's an available hard point for it.

Note: See the [Basic HERC Piloting](#), [Aiming to Succeed](#) and [Customizing Fire Control](#) sections for weapons use and firing controls.

Energy weapons require a minimum charge to fire. A weapon not in use will automatically recharge from the HERC's Master Energy Pool, the same power source that runs the HERC's motors, shields, Radar, etc. (providing that energy is available). If you overtax the Master Energy Pool, you may have one or more energy weapons go off-line.

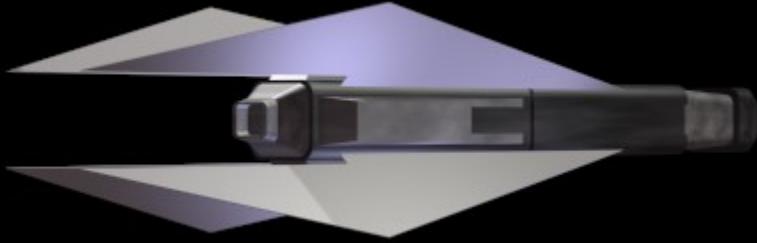
One of the most common HERC weapon systems, lasers cause damage by hitting their target with a tightly focused beam of coherent light energy. HERC laser fire is of fixed power (determined by gigawattage of weapon) and duration. Popular because of their accuracy, lasers can be used to surgically cripple an enemy with precise fire.



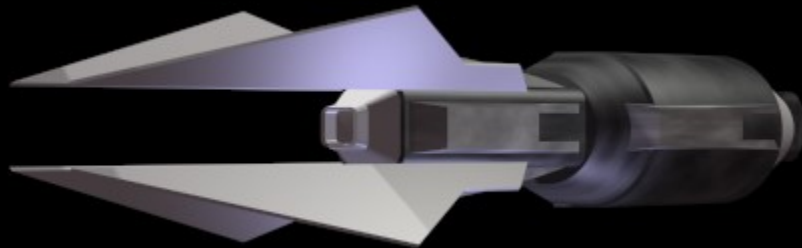
- **Strengths:** Very accurate; long range; dependable; effective as long as you have power; energy efficient (although less so than Automatic Cannons).
- **Weaknesses:** Limited damage potential; can be compromised by bad weather (dust, fog, and other atmospheric disturbances that may defract the beam's coherence); limited effectiveness against shields.
- **Notes:** Can be fire-linked.

Sometimes called a "lightning bolt on a leash."

In the hands of an expert, an ELF can literally cut an enemy to pieces. Once activated, the ELF continually emits a controlled electrostatic discharge up to a range of 20 meters as long as the operator keeps the firing mechanism depressed and there is energy available to power the weapon. When this beam comes into contact with any enemy vehicle the results are often spectacular—the ELF can detonate any explosive weapons mounted on (or in) the target as its beam contacts it.

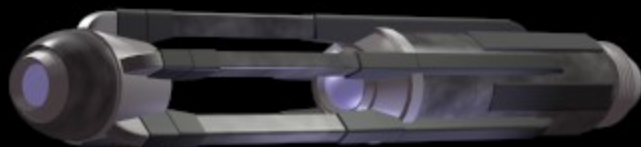


The ELF 2 offers increased range and power, with proportional increases in cost, mass, energy requirements, and size. Its increased energy requirements limit its effective use to larger HERCs.

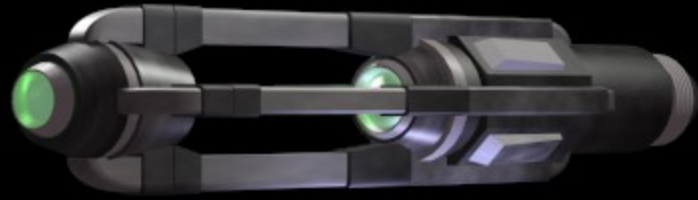


- **Strengths:** Effectively ignores shields; can incapacitate without destroying (excellent salvage potential).
- **Weaknesses:** Usable only at extremely short range; potential of damaging your own HERC due to secondary explosions derived from an accurate hit; difficult to control and master.

Best described as "an electromagnetic shotgun," the PBW emits a burst of charged particles at relativistic velocities capable of literally punching a hole through an enemy at point-blank range.

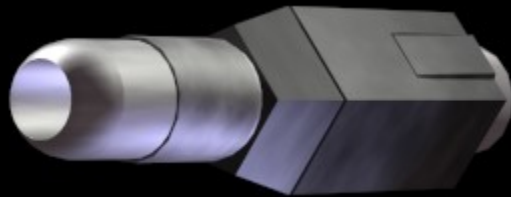


The PBW 2 offers increased range and power, with proportional increases in cost, mass, energy requirements, and size. Its increased energy requirements limit its effective use to larger HERCs.

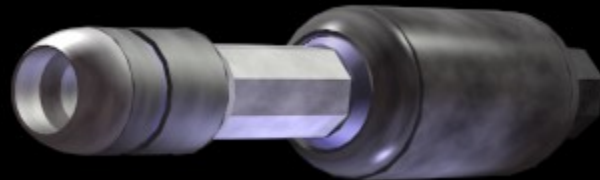


- **Strengths:** Devastating at close to medium range.
- **Weaknesses:** Useless at long range; requires a huge amount of energy to function, leaving most HERCs vulnerable for a few seconds after firing; typically takes several seconds to recharge, during which time the HERC must not fire any other energy weapons.

A dual-effect weapon, the EMP fires a high-energy burst of plasma at its target, not only causing kinetic damage at the point of impact, but additionally setting up an electromagnetic pulse within the target as the plasma stream dissipates. This pulse drains off stored shield and weapon energy.



The EMP 2 fires twice in rapid succession, allowing the second round to hit weakened shields for greater effect. With its proportional increases in cost, mass, energy requirements, and size, the EMP 2 is normally reserved for use on larger HERCs.



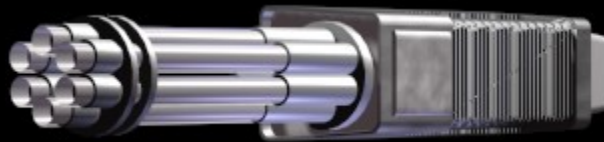
- **Strengths:** Dual effect; good range (medium-long); briefly incapacitates target.
- **Weaknesses:** Slow recharge time; slow shot-to-target closure.

The awesome Plasma Cannon lobs plasma bolts with a limited homing ability. One or two solid hits will kill a Cybrid. This is an original human design—the Cybrids have nothing like it.



- **Strengths:** Most powerful weapon available; fire tracks to nearby targets.
- **Weaknesses:** Takes a lot of salvage and time to build; seriously depletes HERC's energy pool; too destructive to leave much salvage.

Available in 20 millimeter (mm), 35mm, 50mm, 75mm, or 100mm, Automatic Cannons fire tungsten-tipped, depleted-uranium slugs at a rate of 2,000 rounds per minute, fast and hard enough to penetrate most armor plating. Requiring only minimal power to function, this weapon system is easy to maintain and apply. While not the most devastating weapons on the battlefield, ATCs are stable and reliable, often the last hope available to a pilot whose HERC has taken a beating.



- **Strengths:** Very reliable; mechanical operation requires minimum power, and consequently can be fired even when most other systems are non-operational.
- **Weaknesses:** Short range; moderate damage; limited by amount of ammunition carried.

Every HERC can be fitted with at least one missile launcher (called an rack), although many can carry up to four or five racks into combat. Racks differ only in capacity: Standard racks carry 6, 8, or 10 missiles each, while Flyer racks can carry more.



Once you mount a rack on a HERC in the [Arming](#) screen, you must select the type of missile the rack will carry. Missiles vary primarily in range and guidance system. You can aim and fire missiles unguided, but they are much more accurate and effective when you use the appropriate guidance system.

Missiles carry a big punch, but are precious and few. Don't waste them on a target with active shields, and avoid including them in firing chains. Missiles may destroy valuable salvage if aimed at the wrong spot. To minimize this, aim a guided missile low or away from the target. As the missile adjusts to its acquired target, it will home in on the nearest extremity, rather than the body of its target. Strategic shots once the shields are down can cripple a Cybrid and leave you with plenty of salvage, new weapons, and perhaps, new technology.

Requires a radar lock on the selected target with constant illumination from launch to impact.

- **Strengths:** More accurate than an unguided missile.
- **Weaknesses:** Easiest missile to defeat through countermeasures.

Of the "fire-and-forget" school of self-propelled ordnance, the ARH missile requires an initial radar lock (or illumination) at launch, after which its internal guidance system takes over, directing the missile the rest of the way towards the target.

- **Strengths:** Fire-and-forget system makes life easier for HERC pilots.
- **Weaknesses:** Can be defeated by ECM pods.

Unlike the SARH, where both the missile and the HERC that launched it must be running with their scanners active until impact, the ARM missile does its magic

through passive scanning. Instead of broadcasting to its target, the ARM tenaciously tracks active emissions back to their source—a big surprise for those running with their scanners active.

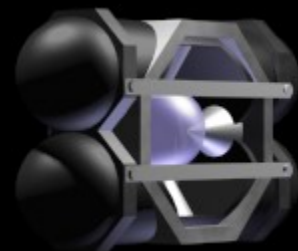
- **Strengths:** Can be fired without alerting enemy to presence of missile or launching platform; does not require active radar illumination of target to hit.
- **Weaknesses:** Easily defeated by target switching radar to passive mode.

Visually guided ordnance, the EO transmits a high-definition video image of its journey back to the launch vehicle. The HERC pilot then guides the missile towards the target by using cockpit controls and the F6 MFD Missile View screen.

- **Strengths:** Difficult to detect and to defeat; when used by an experienced pilot the EO is far more precise than other missiles; can be delivered from extremely long range; does not require active radar illumination of target.
- **Weaknesses:** Requires total pilot attention from launch to impact; leaves controlling pilot open to counterattack; difficult system to control and master.

Note: You may guide EO missiles with your joystick or arrow keys. You must hold down the fire button or [Space] to retain control of the missile in flight. Steer the missile all the way to the target. Once the missile hits, crashes, or runs out of fuel, you will return to HERC control.

HERC shields are the first line of defense, generating a constantly modulated electromagnetic field that disrupts incoming lasers, degrades containment fields on particle beams, and partially dissipates the kinetic energy of ATC slugs. Also, shields cause missiles to explode on contact, preventing most of their blast power from reaching the HERC's armor.

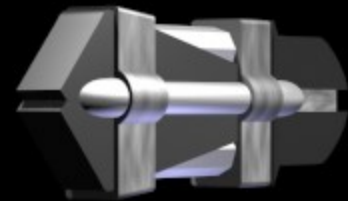


Shields are powered from the onboard fusion generator and run through a capacitance energy matrix standard on all HERCs. The bigger the HERC's generator, the stronger the shield.

Two weapons are effective against shields: EMP cannons disrupt the shield matrix, and the ELF is so incredibly powerful that it punches through shields as if they are not even there.

Where the shields leave off, armor takes over. All HERCs are armored through a combination of duranium plates layered over the HERC's surface. However, armor alone will not resist a sustained attack by any type of weapon.

The ECM pod contains electronic devices to suppress enemy missile capabilities, and can be mounted on HERC hard points from the Weapons screen. When activated, it creates electronic "noise" around your HERC that reduces the chances of your HERC being acquired and missile-locked by enemy radar. ECM emissions also confuse incoming missiles and prevent a selected target from calling for reinforcements.



The ECM pod has one major drawback: when activated, its emissions alert all nearby Cybrids to your presence. For this reason, you should never activate the pod until you have already been spotted by the enemy.

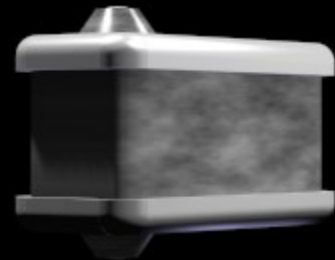
HERC radars function in two modes, Passive or Active. In Passive mode, you are simply listening for enemy "emissions" (radio transmissions or scans). Although this mode is undetectable, it won't detect enemies that are not producing emissions themselves.

In Active mode, the HERC's radar system emits powerful radar pulses to "illuminate" enemy contacts. While this mode effectively locates the enemy, its emissions broadcast your HERC's position, as well. For this reason, most squads perform most of their missions observing EMCON (Emissions Controls) procedures: they run without active radar, and without using the radio except for tight-beam coded transmissions from HERC to HERC.

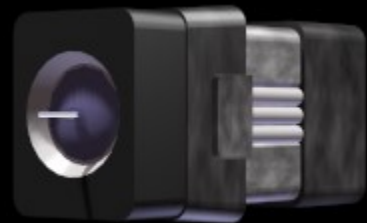
Human research is underway on new devices that will improve specific HERC

capabilities for particular missions. As the technology becomes operational, you will be able to build these “pod” units in the Armory screen and mount them on HERC hard points in the Weapons screen. Useful as these enhancement units might be, each one will take up a precious hard point. Weigh the potential benefit against the mission objectives.

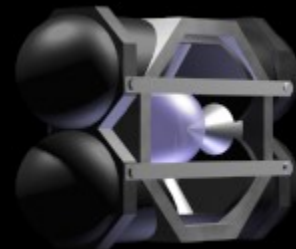
Provides a short burst of extra speed. Once depleted, needs to recharge from the Master Energy Pool. Very useful on big slow HERCs like the Ogre.



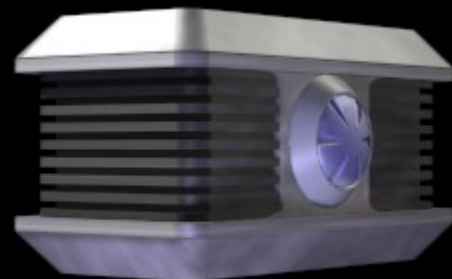
Improves fire control, allowing you to easily select and target individual Cybrid components at close range. By targeting a particular leg, for example, you can surgically cripple the target with minimum firepower, and at the same time maximize the potential salvage and recovered weapons. Select the target Cybrid as usual with the [Enter] key, then use [Tab] to cycle through that target's components. Works with ATT.



This duck-and-cover unit doubles the effective size of your shield reserves without increasing the drain on your Master Energy Pool.



This unit doubles the capacity of your Master Energy Pool, providing twice the available energy for weapons, shields, and speed when you need it. It also provides a modest increase in the Pool recharge rate once the pool gets depleted.



REFERENCE: Cybrid Types

Click on a Cybrid name to see a picture of it and read about its performance characteristics.

<u>Achilles</u>	Medium missile platform.
<u>Pitbull</u>	Four-footed, big teeth.
<u>Cerberus</u>	Nightmare walking.
<u>Diablo</u>	Improved Hyperion.
<u>Headhunter</u>	Big tough guy.
<u>Hyperion</u>	Big, slow, hits hard.
<u>Mirimac</u>	Strong medium unit, but aging.
<u>Mongoose</u>	Fast and mean.
<u>Ramses</u>	Cybrid foot soldier.
<u>Scarab</u>	New, balanced medium unit.
<u>Stingray</u>	Light and quick.

REFERENCE:

Achilles

Mass: 65 tons

Height: 8.2 meters

Approximate Speed: 45 KPH

Weapons Capacity: 6 hardpoints

Tough, and can carry a lot of missiles. Achilles is often deployed by the Cybrids in a heavy attack role.



REFERENCE:

Pitbull

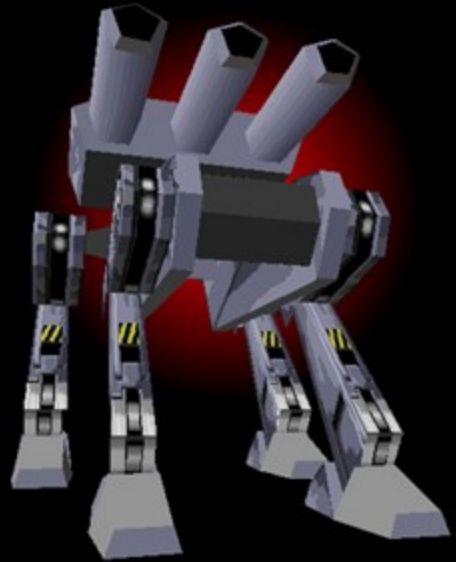
Mass: 100 tons

Height: 12.8 meters

Approximate Speed: 60 KPH

Weapons Capacity: Variable

Very tough unit. Can be disarmed more easily than destroyed. Variable weapons configurations. Some wield EMP cannons, while others have missile racks or particle beams.



REFERENCE:

Cerberus

Mass: 81 tons

Height: 8.7 meters

Approximate Speed: 45 KPH

Weapons Capacity: 9 hardpoints

The Cybrid's latest heavy assault unit. Thick armor and awesome firepower make Cerberus a truly formidable opponent on the battlefield.



REFERENCE:

Diablo

Mass: 60 tons

Height: 9.0 meters

Approximate Speed: 50 KPH

Weapons Capacity: 8 hardpoints

Faster and lighter than the Hyperion, with equal firepower.



REFERENCE:

Headhunter

Mass: 70 tons

Height: 9.5 meters

Approximate Speed: 45 KPH

Weapons Capacity: 8 hardpoints

Heavily armored; an even match for the Apocalypse. Do not play fair with this one.



REFERENCE:

Hyperion

Mass: 72 tons

Height: 9.6 meters

Approximate Speed: 45 KPH

Weapons Capacity: 8 hardpoints

Relatively slow. Try to outmaneuver or ambush. Do not go toe-to-toe with this bruiser.



REFERENCE:

Mirimac

Mass: 48 tons

Height: 6.3 meters

Approximate Speed: 50 KPH

Weapons Capacity: 5 hardpoints

A strong medium attack unit: good armor, and quite maneuverable. Don't underestimate.



REFERENCE:

Mongoose

Mass: 24 tons

Height: 5.8 meters

Approximate Speed: 70 KPH

Weapons Capacity: 3 hardpoints

Hard hitting, yet fast. Lightest Cybrid to mount missiles. Often deployed as a scout or picket.



REFERENCE:

Ramses

Mass: 37 tons

Height: 7.1 meters

Approximate Speed: 60 KPH

Weapons Capacity: 4 hardpoints

The most common medium Cybrid, it is deployed in nearly every combat theater in a variety of roles.



REFERENCE:

Scarab

Mass: 52 Metric Tons

Height: 6.0 meters

Approximate Speed: 55 KPH

Weapons Capacity: 5

The Cybrid's new front-line medium attack unit, boasting a well balanced mix of firepower, speed, and toughness.



REFERENCE:

Stingray

Mass: 26 tons

Height: 5.1 meters

Approximate Speed: 75 KPH

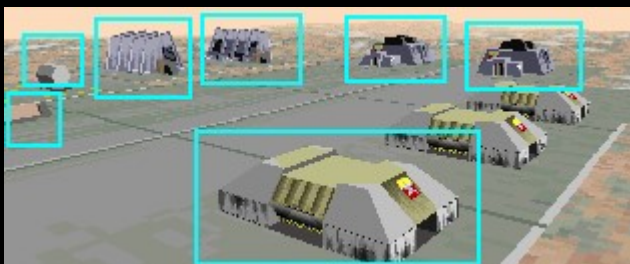
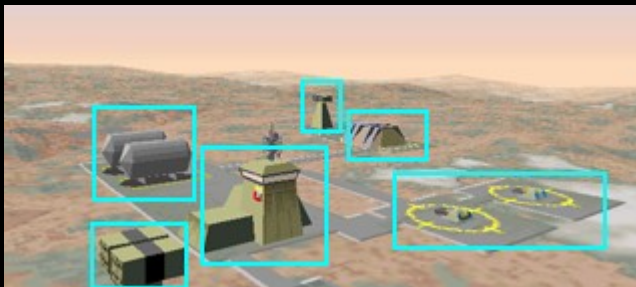
Weapons Capacity: 3 hardpoints

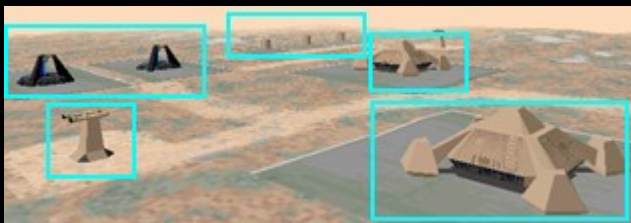
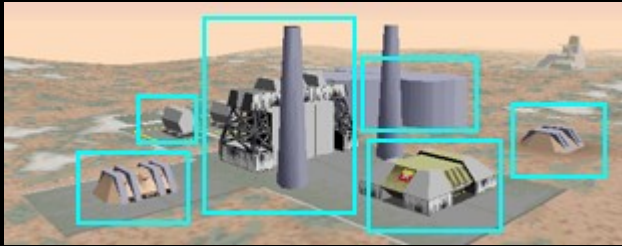
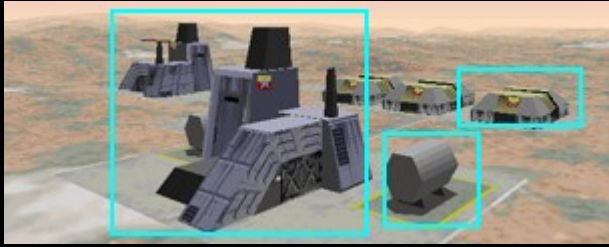
The premier Cybrid light attack unit. It is roughly equivalent in capability to an Outlaw.



REFERENCE: Structures

Click on the highlights in the pictures to identify features.





REFERENCE: Tactics

In the long run, just surviving missions isn't enough. You have to return from your missions carrying more than what you left with, and with as little new damage as possible. If you are constantly scraping for salvage to keep your HERCs running, you will not be able to build the new HERC and Weapon designs needed to keep even with the Cybrids.

Learn to fire on the move, and avoid head-on attacks. Cybrids outnumber you—to exchange blows evenly with them plays to their strengths and guarantees them eventual victory. Even if you don't lose a particular combat, the damage you sustain will cost precious weapons and salvage that you and your squad can't afford.

The Human capacity for teamwork is one of your few advantages, so gang up on your targets whenever possible. Rapid communication can make all the difference between a successful strike and one that comes home in pieces. Keep the whole squad in mind, and use the [Command Display](#) and [FlashComm](#) commands to coordinate the unit. Pincer and flanking maneuvers work especially well if you can get everyone into position.

Make certain every HERC in your squad is as well equipped as possible. Keeping all of the best equipment for yourself may exact its price in repairs that need to be made to the rest of your squad. You may choose to distribute all weapons evenly, or configure different HERCs for specialized roles in coordinated attacks. When [assigning weapons](#), bear in mind the pilot's experience: an Elite can do more with six missiles than can a Rookie.

Don't forget about your mission objectives. Do the job and then run away—the first thing Cybrids do when attacked is call for reinforcements. You have a chance to win a hit-and-run guerrilla war, but will definitely lose a war of attrition.

When the mission starts, configure your weapons to the settings that suit you best, and set up your [firing chains](#) immediately. Linking energy weapons and missiles concentrates your firepower, but depletes your stores far faster than single shots. Make each shot count! On energy weapons, leave time for recharging between salvos. You don't want to be head to head with a Cybrid and suddenly find your lasers dry-firing.

Monitor the status of your shields, and be prepared to pivot the HERC or divert power from your front to your rear, or vice versa, if the situation warrants it.

Your squad will observe emissions control (EMCON) as long as possible. Once the enemy is sighted and engaged, you and your squad should use Active radar only as long as necessary to lock and fire missiles.

Consider your shots wisely. Skillful shots to the legs and feet can cripple a Cybrid and still leave plenty of salvage and weapons to drag back to the base. Targeting the enemy's center turret (containing the fusion generator) leaves mostly useless scrap.

Some lessons just have to be learned the hard way, so don't forget your ultimate advantage: [Career Backups](#). Judicious use of backups can restore most of your progress in a hard-fought campaign, if not your pride. (In the next life, you'll know better.)

REFERENCE: Designer Notes

Dave Selle is the Lead Designer and Visionary-in-Chief for Sierra's Metaltech robotic combat series, including *EarthSiege*, *Battledrome*, and now *EarthSiege 2*. From this wealth of experience, he offers the following "insider tips" for surviving and succeeding as a HERC pilot.

While ATT is especially helpful for the beginning pilot, all players can use it to rapidly acquire new targets in big firefight. ATT doesn't automatically "lead" targets, so it works best with fast weapons such as lasers and particle beams. However, you can use turret controls to partially override the ATT and lead shots for ATCs and EMPs.

Your HERC has limited energy reserves: a pitched battle will deplete weapons and shields rapidly. For this reason, I try to give myself some recharge time between encounters, and let my squad mates lead the charge once in a while to soften up the opposition for me. (After all, that's what cannon fodder is for!)

Fast, light Cybrid units will often try to flank you to attack from behind. You cannot turn with them quickly enough, even with ATT, to get off a shot. In this situation, I "backturn"—that is, switch to full reverse and turn in the opposite direction of the flanking HERC. For example, if a Cybrid is circling around me to the left, I back up while turning to the right. The clever little Cybrid quickly finds itself in a world of hurt.

I like to carry a balanced mix of energy and projectile weapons. Energy weapons, such as Lasers, ELFs, Plasma, PBWs, and especially EMPs are effective against shields. Projectile weapons have longer range and do more damage to enemy armor, but have little effect on a target with shields. Don't waste your missiles on a Cybrid with its shields up.

One of my favorite HERC configurations is an Apocalypse with dual Plasma Cannons, two Laser 300s, three ATC50s, plus a shield pod and an energy pod. For some missions, I'll substitute an ECM pod for a laser or missiles for the energy pod. Ogre is also a good HERC, but slow—use a turbo pod.

Running around with Active radar is like wearing a sign that says SHOOT ME NOW. Staying in Passive mode gives you the element of surprise, and the opportunity to employ some sneaky tactics, especially in rugged terrain. For

example, if I spot a Cybrid patrol coming before they see me, I'll turn off my radar (and ECM pod) and take cover behind a hill until they go past. Then I can simply trot up behind the last one and unload my Plasma Cannons right in his back. Often, I can take out the next couple of Cybrids in line before the rest figure it out.

You have to play smart and sneaky against superior Cybrid forces. Solo frontal attacks against three enemies is almost certain death, and even two-on-one can leave you maimed unless you have a big HERC advantage and a shield pod. Bottom line—minimize Active radar use, and fight dirty.

It takes a bit of practice to master the finer points of the Razor attacks, but the rewards are most gratifying. I use the ARH type missiles with the Flyer missile packs (24 missiles each!). The SARH do more damage, but it's harder to keep the missile lock, especially when a lot of Cybrids are shooting at you. I use missiles to take out enemy bases at long range. For Cybrids, I put linked Plasma Cannons on my wingtips. You can fire Plasma Cannons manually beyond maximum range, because the Razor's high attack speed helps bring the plasma bolts to the target before dissipating. This tactic requires a straight-on shot (low deflection angle). To complete my ideal Razor load-out, I'll use twin laser 100s and an ECM or Shield Pod.

You can never have too much salvage. I try to keep one extra HERC around (total of 5) with a full weapons fit in case one of my squaddies get splattered. To obtain maximum salvage, target a leg. Two PBW2 shots in the same spot will take the leg off of almost any Cybrid. ELF's are also good for this, but are harder to aim. A targeting pod combined with ATT can make leg shots a breeze.

If you complete a mission objectives in good shape, it may be worthwhile to Continue the mission to mop up any remaining Cybrids for their salvage.

I keep high-value weapons out of most of my firing chains. For example, missiles are not effective until the target's shields are down, so I reserve them for manual fire control. Similarly, ELF's, PBW's, and Plasma Cannons deplete energy reserves in a hurry, so I wait until I have a pretty sure shot, and then fire them manually.

I do keep one firing chain with all my weapons in it for desperate situations when maximum firepower is needed. Be careful using Plasma Cannons at close range. If you are too close to the target, the blast will mess you up, too.

See you on the battlefield!